Cycle-Circle Game

Objective: Students will define cycle. Students will investigate the parts of a water cycle and

discuss how water travels through the entire system, including plants and animals.

Materials: Cardboard for nametags using parts of the water cycle, a piece of blue construction

paper.

Procedures: Break the students into groups of 10 or more. Make cardboard name tags that list the

water cycle parts (use words like evaporation, condensation, precipitation, transpiration, rain, plants, animals, lakes, oceans, clouds, sunshine, etc.) and have the students hang the nametags around their necks or safety pin them to their shirts. Make a tag out of blue cardboard or construction paper that says water. To start the game, sit the children down in a circle with everyone facing the center. State that during the game the water will cycle through the system. One player (the plant) will take the water tag and walk around the outside of the circle. At some point the plant will drop the water behind a seated player and will then run around the circle. The seated player will pick up the water, run after the cycler, and try to tag him or her. The cycler tries to get back to the spot where that player was seated without being tagged. If the cycler is tagged, then s/he remains the cycler, takes back the water card, and begins the game again. If the cycler succeeds in getting back to that spot and sits in the circle before getting tagged, then the other player becomes the cycler, keeps the water card, and starts the game over again. At the end of the game, discuss some of the paths that water took. Will water continually travel through the system? Will it ever disappear? What does the word cycle mean? Reinforce the idea that the water we use today has been used by plants and animals for millions of years. It was used by the dinosaurs and even before that.

Extension: This activity could be adapted to use the nutrient cycle instead of the water cycle.

